

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
 correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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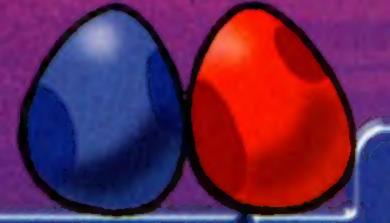
Welcome to the wacky world of *Tiny Toon Adventures*™:

Wacky Stackers for Game Boy® Advanced. With three exciting game modes, as well as multi-player battles, Wacky Stackers is the latest and greatest puzzle game for any portable game system. Eight different Tiny Toon characters challenge you in dozens of stages in a riveting test of speed and skill. How will you stack up?

Getting Started

Thank you for purchasing Tiny Toon Adventures: Wacky Stackers

- 1. Before inserting the Game Pak, make sure that your Nintendo Game Boy[®] Advance is switched off. The Game Pak may be damaged if inserted while your Nintendo Game Boy[®] Advance system is on.
- 2. Insert *Tiny Toon Adventures: Wacky Stackers* Game Pak in the slot located on the top of your Nintendo Game Boy[®] Advance system.
- 3. Turn ON the POWER switch, which is located on the bottom left side of your Nintendo Game Boy Advance system.
- 4. The Nintendo logo screen should appear, followed by the *Tiny Toon Adventures: Wacky Stackers* introduction screen. If there are any problems, please repeat steps 1 and 2.
- 5. Press START and begin the game!



Controls

L BUTTON

Use Coins

R BUTTON

Cycle through opponents screen (Multi-player Mode)

CONTROL PAD

- Move left
- Move right
 - Make egg fall faster

GAME BOY ADVANCE

A BUTTON

Rotate egg right

B BUTTON

Rotate egg left

SELECT

Not used

START

Pause





Games Screen

Puzzle Mode

Blocks you must work around

Available help character



Coin Area

Challenger's reaction screen

Survival, 1P vs COM & Multiplayer Modes

Available help character



Coin Area

Information screen

Tiny Teens Gang









BUSTER BUNNY**

ATTACK Offensive: Freezes opponents blocks into ice cubes.

COINS NEEDED

1P & MULTIPLAYER: 8

MONTANA MAX"

ATTACK
Offensive: Obscures
opponents play area.

COINS NEEDED

1P & MULTIPLAYER: 6

ELMYRA"

ATTACK
Offensive: Sends a copy of your eggs to your opponent.

COINS NEEDED

1P & MULTIPLAYER: 2

FURBALL™

ATTACK
Defensive: Clears the upper half of the screen.

COINS NEEDED

PUZZLE & SURVIVAL: 4 1P & MULTIPLAYER: 7









BABS BUNNY"

ATTACK Offensive: Casts a temporary shield.

COINS NEEDED

1P & MULTIPLAYER: 4

PLUCKY DUCK"

ATTACK
Defensive: Clears the bottom half of the screen.

COINS NEEDED

PUZZLE & SURVIVAL: 2
1P & MULTIPLAYER: 3

GOGO DODO"

ATTACK
Defensive: Clears middle
two columns of eggs.

COINS NEEDED

PUZZLE & SURVIVAL: 3
1P & MULTIPLAYER: 5

DIZZY DEVIL"

ATTACK
Defensive: Clears the bottom two rows of eggs.

COINS NEEDED

PUZZLE & SURVIVAL: 1
1P & MULTIPLAYER: 1

Filter Consultation

In each game mode, the object is to clear the puzzle area of eggs. Eggs fall into the puzzle area in groups of two and begin to stack up. If the stack reaches the top of the screen, the game is over. Though the eggs fall in pairs, they will separate if there is not a stack beneath both of them. Linking eggs of the same color in groups of four or more causes those eggs to disappear in a chain reaction. Using the controller, you can

move and rotate the falling eggs so they land where you like Arrange them right, and you'll clear the screen. So think ahead!







Linking four eggs of the same color creates a chain reaction.

BIG EGGS

Big eggs contain eggs, which you can get by cracking the big egg. Big eggs appear any when you stack a pair of small eggs horizontally on too of another pair of the same color. To crack big eggs, you must cause a chain reaction around them with four small eggs (these four eggs need not be the same color as the big eggl. Big eggs will not appear simply by creating a like color group of four they appear only by horizontally stacking two like color pairs.











Will not create a big egg

Stacking two pairs of the same color eggs creates a big egg.



Celas

Each Tiny Toon character has a special trick that may help you during the game. The more coins you have, the more you can use your Tiny Toon friends to help. You get coins by either cracking open a big egg or doing a combo, which is a move that causes more than one group of four eggs to disappear at the same time. When you get coins, you may use them immediately, or save them to call on a more powerful help trick. However, if you choose to save your coins, you cannot go back and select a help trick that uses fewer coins than you have saved.



Up to eight coins can be saved in 1Player & Multiplayer Modes, and four in Puzzle and Survival Modes.

PUZZLE AND SURVIVAL MODES COIN SYSTEM

1 coin: Summons Dizzy Devil Defensive: Clears the bottom two rows of eggs

2 coins: Summons Plucky Defensive: Clears the bottom half of the screen

3 coins: Summons Gogo Defensive Clears center two column of eggs

4 coins: Summons Furball Defensive: Clears the upper half of the screen.

IP VE COM ANDMULTIPLAYER COIN SYSTEM

1 coin: Summons Dizzy Devil Defensive: Clears the bottom two rows of eggs.

2 coins: Summons Elmyra Offensive: Sends a copy of your eggs to your opponent

3 coins: Summons Plucky Defensive: Clears the bottom half of the screen.

4 coins: Summons Babs Offensive: Casts a temporary reflective shield.

5 coins: Summons Gogo Defensive: Clears an entire column of eggs.

6 coins: Summons Montana Offensive: Obscures your opponents play area.

7 coins: Summons Furball Defensive: Clears the upper half of the screen.

8 coins: Summons Buster Offensive: Freezes opponents blocks into ice cubes.

Carried Play Liteds

Puzzle Mode

8 Tiny Toon challengers present you with 5 puzzles each Each puzzle has a unique solution. To win the game, you must clear all 40 puzzle stages.

Survival Mode

See how long you can last! With each screen you clear the eggs fall faster and faster. Get as many coins as you can because as the game speeds up, help from your Tiny Toon friends becomes very important.

1P vs Computer

The game is played the same way as survival mode, except the object is to outlast all 8 Tiny Toon challengers.

Multiplayer

Battle up to four opponents in an exciting game of speed and stamina.

Setting up a multiplayer game:

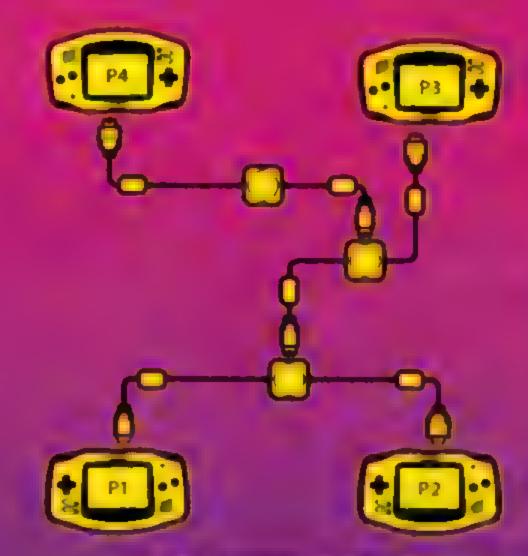
- T. Make sure that the POWER switches of all Game Boy Advance systems are turned OFF Then, insert the Game Pak in each unit
- 2 Connect the Game Boy Advance Game Link Cable to the socket on each system.
- 3. Turn the POWER switch ON for all systems.



2-PLAYER GAME



3-PLAYER GAME



4-PLAYER GAME

Cardins

CONSPIRACY ENTERTAINMENT

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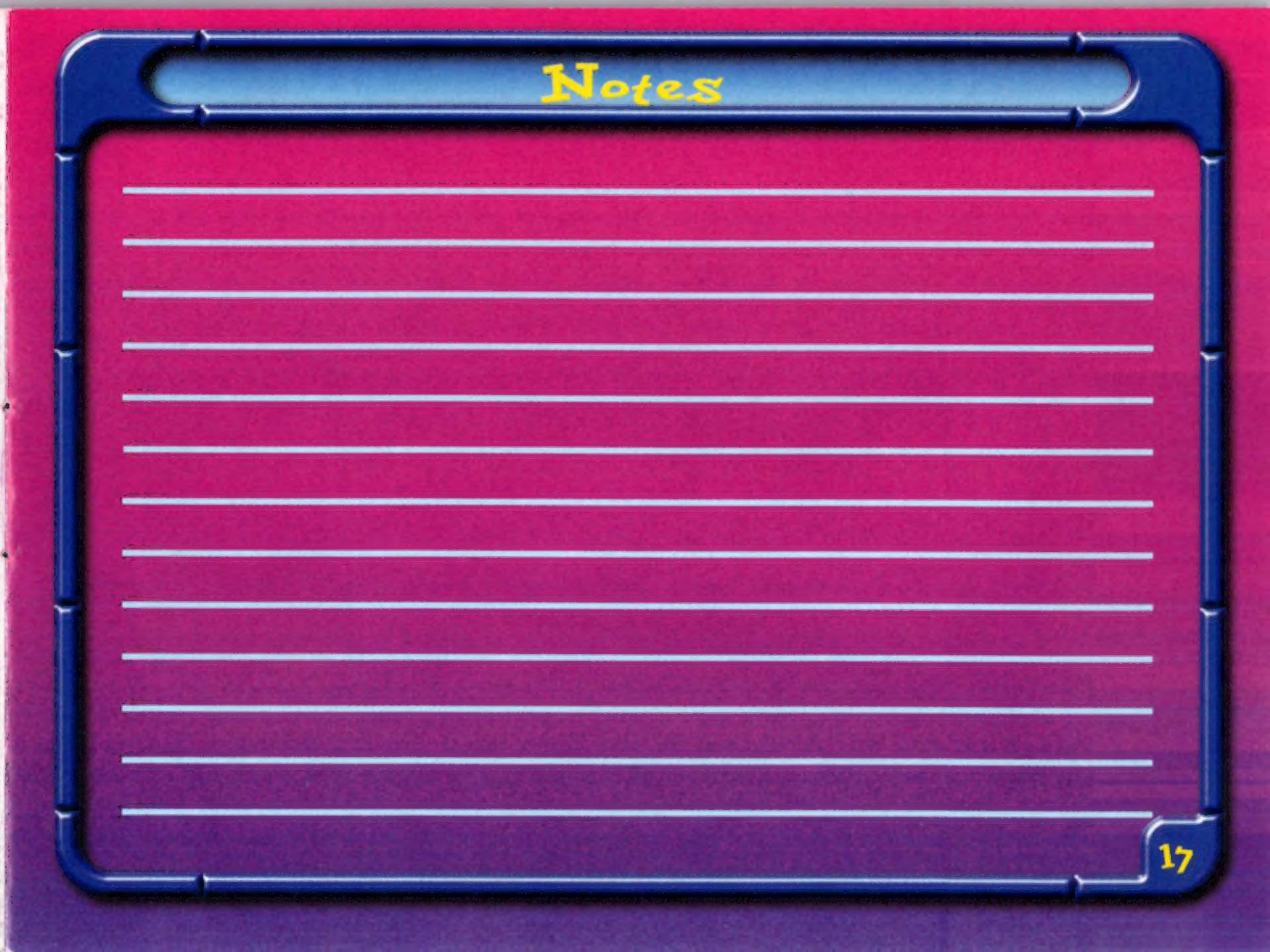
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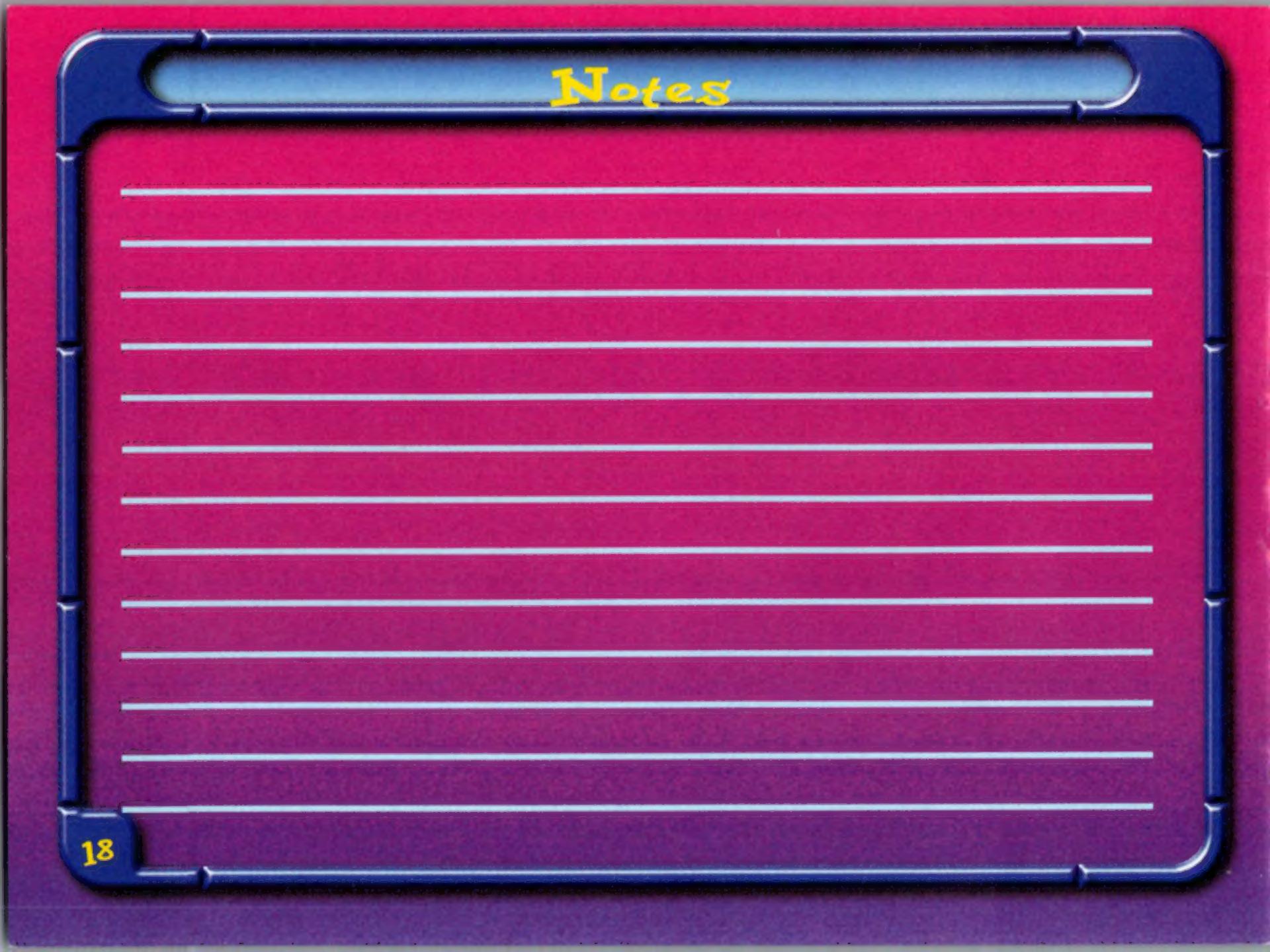
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Special Thanks

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Warranty

CONSPIRACY ENTERTAINMENT 90-day Warranty

CONSPIRACY ENTERTAINMENT warrants to the original purchaser only that the Game Pak provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specific equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the Game Pak to CONSPIRACY ENTERTAINMENT or its authorized dealer along with the dated proof of purchase. Replacement of the Game Pak, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

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PRINTED IN JAPAN